

SEGA™



SEGA SATURN™



Sega and Sega Saturn are trademarks of SEGA ENTERPRISES, LTD.

Asteroids®, Battle Zone™, Centipede®, Missile Command™, Super Breakout® and Tempest™ are trademarks of Atari Corporation. Asteroids©1979, Battle Zone©1980, Centipede©1981, Missile Command©1981, Super Breakout©1982, Tempest©1981 Atari Corporation. All Rights Reserved. Used under license. Compilation ©1994 Atari Game Corporation. Midway® is a trademark of Midway Games Inc. Developed by Digital Eclipse. Sega™ is a trademark of Sega Enterprises, Ltd. Cinepak™ for Sega is a trademark of Radius.

This game is licensed for use with the Sega Saturn system only. Security Program ©SEGA 1994 All Rights Reserved.

MIDWAY PRESENTS ARCADE'S GREATEST HITS™

THE ATARI COLLECTION 1



LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA SATURN™ SYSTEM.



T-9706H

WARNING

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TV'S:

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

HANDLING YOUR SEGA SATURN™ COMPACT DISC

- X The Sega Saturn™ compact disc is intended for use exclusively on the Sega Saturn™ system.
- X Do not bend it, crush it, or submerge it in liquids.
- X Do not leave it in direct sunlight or near a radiator or other source of heat.
- X Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn™ compact disc.
- X Keep your Sega Saturn™ compact disc clean. Always hold it by the edges and keep it in its case when not in use. Clean with a lint-free, soft dry cloth - wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772



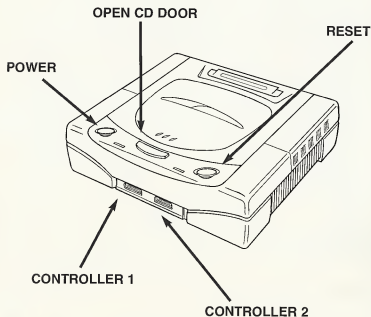
This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA SATURN™ SYSTEM.

TABLE OF CONTENTS

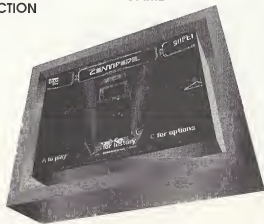
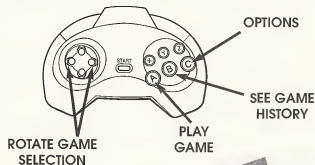
SETTING UP	2
GAME SELECTION	3
GAME HISTORY	4
IN-GAME OPTIONS	5
CONTROLLING THE GAMES	8
Missile Command.....	9
Battlezone.....	10
Asteroids.....	12
Centipede.....	13
SuperBreakout.....	14
Tempest.....	15
CREDITS	16
WARRANTY	21



1. Make sure the power switch is OFF and there is no CD in the Sega Saturn System.
2. Open the unit and insert the CD gently in the Sega Saturn System, close the cover and turn the system On.



After the Game Intro, the Arcade will appear. Select the classic game you wish to play, then use the controls indicated below to start a game. If you wait a few seconds before selecting a game, a demo of the highlighted game will run. Press the **START Button** to play the game displayed in the demo, or press any other button to end the demo.



GAME HISTORY

At the Game Selection Screen, press the **B Button** to go to the Game History Screen. Then, sit back and watch the entire documentary, featuring original Atari team members who helped create these great games.

If you want skip to a particular section, press the **A Button** to bring up the index. Press the **Directional Button Up** or **Down** to highlight a topic, then press the **A Button** to view that section of the chapter.

As you're viewing the video, you can press **Right** to skip to that part of the documentary and move on. Press **Left** to go back one step. Press the **B Button** during the documentary to return to the Game Selection Screen.



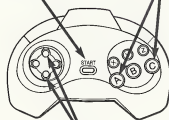
IN-GAME OPTIONS

At anytime during a game, press **START** to call up the In-Game Options Screen. Use the controls indicated below to make various changes to the game's settings.



BRING UP
MENU

SELECT
MENU ITEM



SCROLL MENU ITEMS

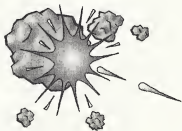
CONTINUE - Exit the menu and return to the game.

EXIT - Leave your current game and go to the Game Select Screen.

RESET EMULATOR - Select this option to quit a game in progress.

IN-GAME OPTIONS

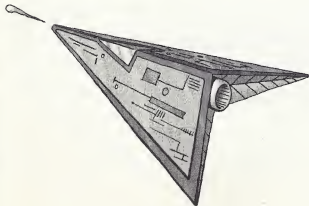
OPTIONS - The Options Screen for each of the games vary slightly. They are specific to the game you're accessing the menu from. You can adjust the **Volume** level, the amount of **Lives** to start the game, the amount of points needed to achieve a **Bonus Life** and the **Game Difficulty** level. Controls for menu selections are displayed at the bottom of the screen.



IN-GAME OPTIONS

To reset the High Scores to their default values, press the **Z Button**.

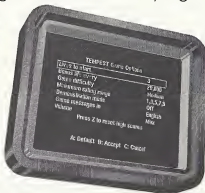
SAVE HIGH SCORES - After you've played a while, you may want to save the high scores you've posted. Select this option to save them to the console's memory.



IN-GAME OPTIONS

MINIMUM RATING RANGE (TEMPEST) - When set to 1, 3, 5, 7 or 9, new players will always be able to skip ahead to at least level 9 on the start screen. If set to **Variable**, new players may be able to skip ahead further if the high score is sufficiently high.

DEMONSTRATION MODE (TEMPEST) - Turn this option **ON** to allow access to all levels within the game. Skip ahead by pressing the 1 Player and 2 Player Start Buttons.



NOTES:

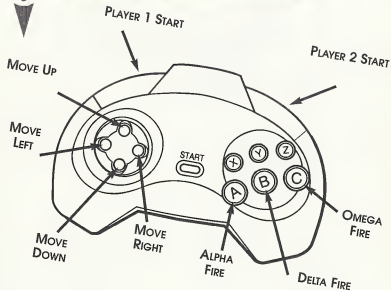
- With this option set to **ON**, you will not be able to enter new high scores.
- Some changes to game options do not take effect until a new game is started.

CONTROLLING THE GAMES

Have Fun! In all games, pressing **L** is a shortcut to starting a 1 Player game, and **R** (except in *Battlezone*) starts a 2 Player game.

The following diagrams display the default controls for each game.

MISSILE COMMAND

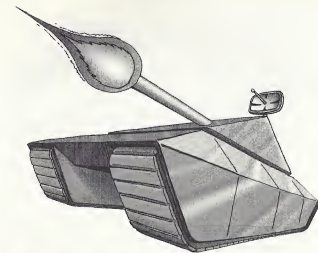
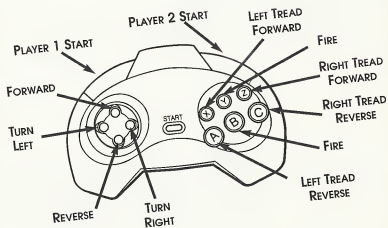


OBJECT OF THE GAME

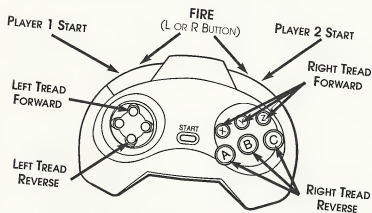
Save the world from nuclear annihilation. Destroy incoming warheads with your defensive missiles. Conserve your missiles, you'll need them all. The velocity and amount of enemy missiles increases as you reach the higher levels.



ONE HAND MODE

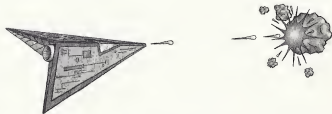
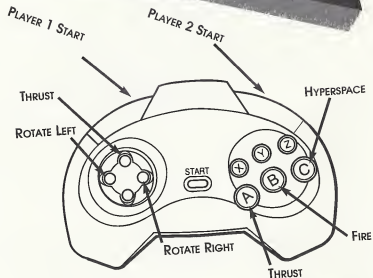


TWO HAND MODE



OBJECT OF THE GAME - Eliminate all enemy Tanks, Missiles and Super Tanks. The Radar at the top of the screen will track your enemy. Look for a red dot flashing on the Radar screen, then seek and destroy!

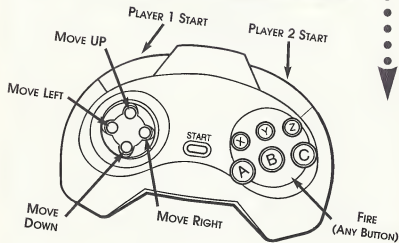
ASTEROIDS



OBJECT OF THE GAME

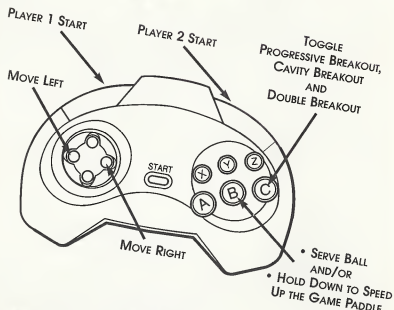
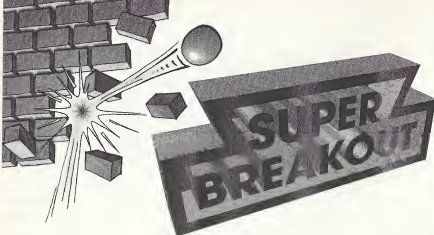
Destroy the floating Asteroids and any hostile space ships you encounter! The large space ships don't aim and fire too well, but look out for the smaller ships....

CENTIPEDE

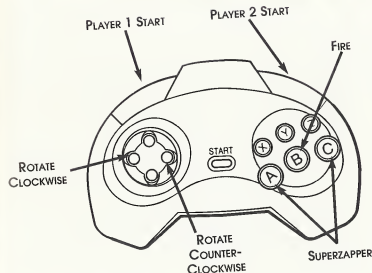


OBJECT OF THE GAME

Shoot all Centipedes. Other Insects and Spiders as they approach. Shoot Mushrooms to clear a path for your shooter.



OBJECT OF THE GAME - Keep the ball between your paddle and the bricks. Attempt to break through the bricks, and clear them out completely. Complete various levels and accumulate points.



OBJECT OF THE GAME

Move quickly around the perimeter of the hole. Fire at your enemies as they attack and try not to let them get to the top. Of course, the action gets more intense as you play the higher levels!

CREDITS

DIGITAL ECLIPSE SOFTWARE TEAM

Andrew Ayre

Andrew served as Executive Producer of *Arcade's Greatest Hits™: The Atari Collection 1* and is President of Digital Eclipse Software.

Dan Fliner

Dan was the Lead Programmer on *Arcade's Greatest Hits™: The Atari Collection 1*. When Dan isn't programming, he's usually on inline skates!

Doug Jefferys, John Kowalski & Dave Larson

These gentlemen were responsible for reproducing the original game sounds.

Chris Charla

Chris conducted the interviews in the game history.

Flying Rhino Productions

Flying Rhino Productions provided digital post-production on the video interviews.

Earwax Productions

Earwax Productions provided production on the narrative.

Sandy Mahoney

Narrator

Midnight Design

Midnight Design provided original computer-generated animation.

Sue Ayre & Image Impressions

Provided additional still artwork.

CREDITS

ATARI GAMES TEAM

V.P. of Product Development

Bill Hindorff

Producer

Wallace Poulter

Testing Manager

Mike Kruse

Lead Testers

Jose Amparan, Jesse Meza II & Shubrian Butler

Testers

Todd Papy, David Ortiz, Randy Slafsky, Alex Beran, Matt Gilbert, Pablo Buitrago, C.J. Perez, Donald Gavino, Kevin Dines & Rob Reininger

Special Thanks

Howard Lehr, Debra Heinz, Greg Allen, Brian Fritts and Finn Jensen - Manager of the Scandia Family Center in Suisun, Ca.

Special Thanks to the Original Atari Team Members

Ed Rotberg, Ed Logg & Dave Theurer

MIDWAY HOME ENTERTAINMENT TEAM

Print Design and Production

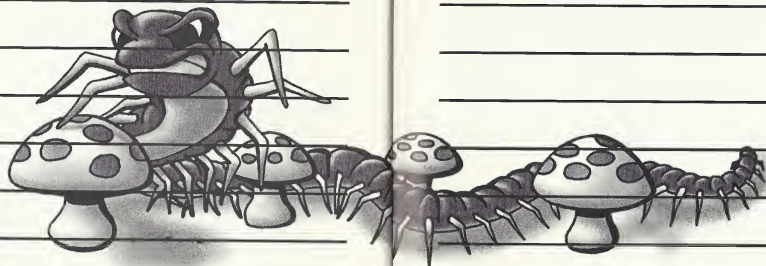
Debra Austin, Jon Mongelluzzo, Shawn Murphy, Robert Shepherd, Erin Shems & Dave Young

Special Thanks

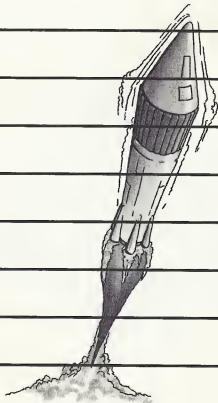
Deborah Fulton, Don Knapp & Bruce Adams

NOTES

NOTES



NOTES



WARRANTY

MIDWAY HOME ENTERTAINMENT INC. warrants to the original purchaser of this Midway Home Entertainment Inc. software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Midway Home Entertainment Inc. software program is sold "as is," without express or implied warranty damages of any kind, and Midway Home Entertainment Inc. is not liable for any losses or damages of any kind resulting from the use of this program. Midway Home Entertainment Inc. agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Midway Home Entertainment Inc. software product, postage paid, with proof of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Midway Home Entertainment Inc. software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE MIDWAY HOME ENTERTAINMENT INC. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL MIDWAY HOME ENTERTAINMENT INC. BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS MIDWAY HOME ENTERTAINMENT INC. SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

MIDWAY CUSTOMER SUPPORT

903-874-2683

10:00am - 6:30pm Central Time

Monday - Friday

Midway Home Entertainment Inc.
1800 S. Business Hwy 45
Corsicana, TX 75110

Patent Numbers: U.S. Nos. 4,442,486/4,454,594/4,462,076/5,371,792; Europe Nos. 80244; Canada No. 1,183,276; Hong Kong No. 88-4302; Singapore No. 88-155; U.K. No. 1,535,999